

Lincoln Park Listening Session No. 2 - List of all commu

Access: Make sure all areas have full access and are unlocked and available to all

Access: As much access for as many people and age groups as possible

Access: Public access is very important- the park should not be locked, park should be open to all, not requiring the public to get permits.

ADA: ADA accessible

Amphitheater: Include a amphitheater space

Art: Public Art. Include local art in sidewalks, fences, and gates. Contact Artisans Asylum.

Baseball: Add dugouts at ball field

Bathroom: Provide more and better bathrooms (but not a field house)

Bathroom: Keep porta- johns, but place them discreetly and maintain them

Bathroom: Provide well designed bathrooms

Bathroom: Public Bathrooms

Bathroom: Provide Bathrooms and Changing rooms for all people /athletes. Permanent bathrooms will be better than portal-potties and changing rooms will provide privacy and a sort of Locker room when needed.

Buildings: No big buildings

Buildings: No permanent structures

Design: Open Process: Please continue to keep the planning process open and responsive to the community.

Design: Master Plan: Provide a Master Plan for the whole park - completed in conjunction with a professional landscape architect

Design: Education: Consider the educational possibilities – What can school kids benefit from?

Design: Green: Preserve green space

Design: Space: Leave some unprogramed space

Design: Evaluate current uses first

Design: Creative space for kids for different ages (not just little kids)

Design: Landscape Architect: Planning should be thoughtfully done by landscape architect who also works with the school, including meetings with students

Design: Permeable surfaces: Change asphalt and concrete to permeable surfaces where possible.

Design: Fields Fix it up. Reinvest in the grass. Make it about the kids in school. Avoid massive construction. Reduce costs. Return the park to nature, make it a "park"

Design: Turf the whole field and provide an outer ring that can be used as a running track

Design: Traffic flow - neighborhood traffic flow - keep that in mind

Design: Traffic Study: Do a parking and traffic study to make sure those impacts are understood and addressed in any new design

Dog: Doggie waste pick up stations and designated off leash times for dogs

Dog: Consider a dog Friendly area - Perhaps with limited hours

Dog: A small dog park

Dog: Provide a designated dog area

Dog: Consider dog walking spaces around the perimeter but provide rules for guidance

Dog: Add an area for dog use

Drainage: Address all the park's drainage issues

Drainage: Understand how changes will impact local flooding issues

Exercise: Include outdoor workout and fitness elements

Field Use & Design: Provide turf fields for both elementary and high school soccer students. Students that play soccer, ultimate Frisbee, and other school events

Field Use & Design: Provide a turf soccer field with access (not locked) and designed well, Grass around it and full with spectator areas.

Field Use & Design: Turf. Provide artificial turf on the soccer field in conjunction with nearby green plants

Field Use & Design: Provide all turf on main field: It is easy to maintain and will reduce injuries. Fields should be lined.

Field Use & Design: Fields: Allow at least 2-3 U-10 soccer fields that would allow at least 2-3 U-10 games to take place at the same time

Field Use & Design: Safety: Safe playing field for soccer

Field Use & Design: Consider two soccer fields if possible, include a U-8 field next to the school and larger one

Field Use & Design: Field Use and Design should accommodate a variety of uses - more then one sport at a time

Field Use & Design: Better soccer fields

Field Use & Design: Turf: Provide turf for a safe and level field

Field Use & Design: Instead the city should construct fields in Foss, Dilboy, or Assembly Square where there is more parking and better transportation connections.

Field Use & Design: Turf: Artificial turf should be on the field

Field Use & Design: Turf: Provide turf at all playing fields including the softball field

Field Use & Design: Turf Ok: Artificial turf is ok but it need access by all - no locked fence - provide good maintenance

Field Use & Design: Turf: We need turf, but it has to be limited to heavy use areas only.

Field Use & Design: Balance: Provide a balance of a partially turfed field with natural materials and plantings

Field Use & Design: Split the field between turf and grass

Field Use & Design: Layout: Relocate the soccer field

Field Use & Design: Turf: We think the soccer field should be astro-turf

Field Use & Design: Include a U-14 multi use field

Field Use & Design: No turf: We want grass. We don't want artificial turf

Field Use & Design: No Turf: Turf kills everything beneath it, and it is bad for the Eco-system

Field Use & Design: Grass: Keep the grass

Field Use & Design: Sprinklers on the field

Garden: Garden for the school and community

Ice Skating: Ice skating in winter was nice

Lighting: Fix the lighting

Lighting: New Lighting

Lighting: Sport lighting focused on field

Lighting: Improve lighting, solar if possible, prevent glare into neighbor houses, make sure lighting is off by 10:00 PM

Maintenance: Maintenance is most important

Multiple Use: New uses need to be multipurpose and shared fairly between neighbors and school children

Nature: "Nature Play spaces" – playgrounds integrated with nature for the school and the entire community

Nature: Keep an open space for children with grass and trees

Parking: Make additional parking available to teachers

Parking: Provide additional parking

Parkour: Parkour friendly equipment

Path Design: Provide a nice continuous pathway for kids - a loop

Play - Tree Houses: Tree Houses would be good

Play - Disc Golf: Consider a disc golf course

Play - Flying Saucer: like Perry Park

Play - Giant Playstructure

Play - Programming: Have a dedicated spot for unprogrammed kids play

Play - Movable Parts: Play area with movable, loose parts - sand and water

Play - Bocce Court

Play - Movie Screen: Consider movies like at Chuckie Harris

Playground: Attractive: Make the playground more attractive

Playground: Improve the playground. Include more adventure play like the one at the Cambridge Common

Playground: Move and Update the tot lot and water feature, move it farther from the road and closer to the school

Playground: Tot-lot: build an additional tot-lot nearer to the Clark Street entrance

Playground: Update and improve the play structure

Safety: Provide a safe usable soccer field - grass or turf.

Safety: Soccer fields are uneven with huge holes

(Children can sprain knees and ankles)

School: Make the schoolyard bigger. Include a walkway. Make the park more accessible to the school students. Make the schoolyard more rectangular in shape. The walkway should go between the school and field near the round-a-bout.

School: Provide spaces that focus on recreation areas for first - fifth grade

School: Have School kids be a priority

School: Access to Argenziano Students during recess + before & after school

School: Provide a safe space for school use with unrestricted access and without high fences all around

School: Make sure the design considers the schools needs

School: Improve the school playground with swings

School: Keep our ability to do the community campout

Seating: Consider a variety of seating spaces

Skateboard: Provide a space for skateboarders and trick bike riders

Skating Rink: No skating rink - we have two already

Tables: Keep picnic tables and benches for outings

Tennis: Tennis courts

Trees: More trees and tree lined walkways

Trees: Trees around the park perimeter and throughout

the basketball court and the middle area around the waterspray

Trees: More trees

Trees: Wherever space allows

Trees: Don't cut down any existing trees

Trees: Plant more trees for shade

Water Spray: Provide a sustainable - environmentally friendly water feature

Water Spray: Build a water park

Water Spray: Water feature

Water Spray: A new water feature would be AWESOME

Water Spray: Don't lose the water park

Water Spray: Provide a new water feature

unity ideas submitted at meeting No. 1